

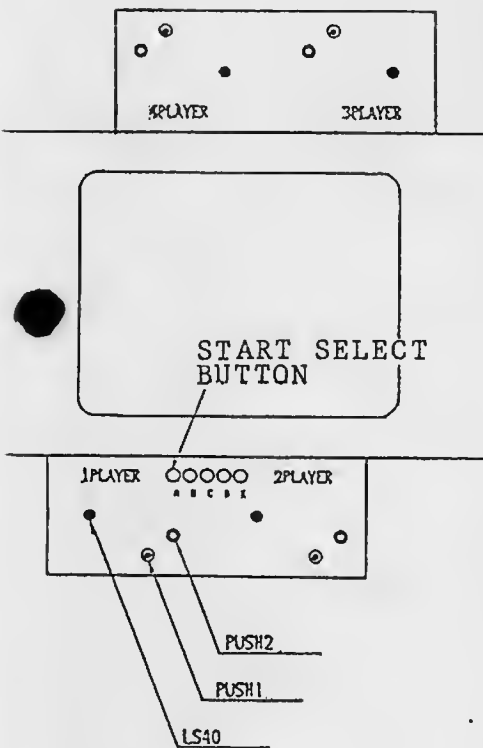
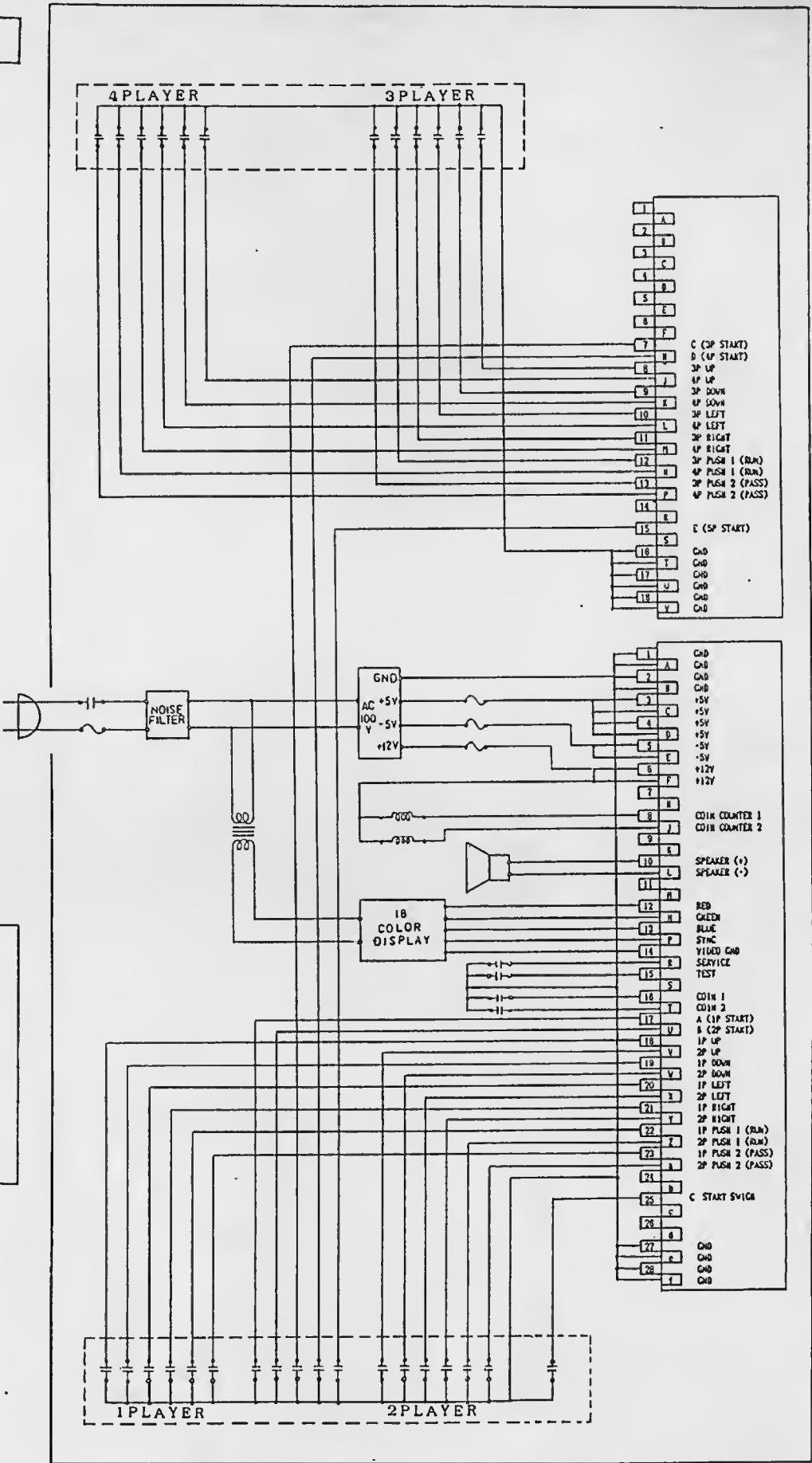


SNK

**SERVICE
INSTRUCTION**

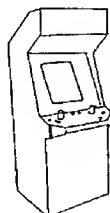
FIGHTING SOCCER

CONTROL WIRING DIAGRAM



UPRIGHT VERSION

a-type (Conventional upright cabinet)



1P VS Computer

2P VS Computer

1P VS 1P

Play either 2 player simultaneous play or Player VS Player

b-type (Mini upright cabinet)



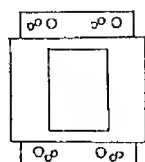
1P VS Computer

2P VS Computer

2 player simultaneous play

COCKTAIL VERSION

c-type



1P VS Computer

2P VS Computer

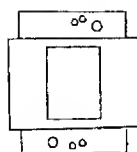
1P VS 1P

1P VS 2P

2P VS 2P

4 player simultaneous play

d-type



1P VS Computer

1P VS 1P (Simultaneous play)

HOW TO PLAY

1P upto 4P real soccer game.

5 kinds of coin system makes 4 players play simultaneously.

BUTTON (A) PLAYER 1 (COMPUTOR) VS COMPUTOR INSERT 1COIN	BUTTON (B) PLAYER 1 PLAYER 2 VS COMPUTOR INSERT 2COINS	BUTTON (C) PLAYER 1 (COMPUTOR) VS PLAYER 3 (COMPUTOR) INSERT 2COINS	BUTTON (D) PLAYER 1 PLAYER 2 VS PLAYER 3 (COMPUTOR) INSERT 3COINS	BUTTON (E) PLAYER 1 PLAYER 2 VS PLAYER 3 PLAYER 4 INSERT 4COINS
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The unnotched rotary joystick controls the movement of the player and the direction of the kick

When players have the ball

Use A button (Left) for short kick or short pass.

Use B button (Right) for long kick and shooting for goal.

When players do not have the ball

Use B button (Right) for a sliding tackle or jumping to head the ball.

The goal keeper is controlled by the computer. When the goal keeper catches a ball, he will automatically pass to the soccer player he judges the best.

VS Computor matches are in the Elimination tournament.

NOTE) If player wins upto Finals for preliminary, it is possible to continue the game and put his name in.

Plays of players VS players can be extented by inserting additional coins.

Subject to the play, a max of two players can join the match by inserting coins.

Continuous play

VS Computor play is continued from the previous match a player looses.

VS Players play is continued from the same game the players are playing.

DIP SW NO.1

ITEM	CONTENTS	1	2	3	4	5	6	7	8
UPRIGHT TYPE	*a TYPE	OFF	OFF						
	*b TYPE	ON							
TABLE TYPE	*c TYPE	OFF	ON						
	*d TYPE	ON							
SETTING VERSION	EUROPE			OFF					
	JAPAN			ON					
	EUROPE			OFF					
	U.S.A			ON					
PLAY PRICING COIN 1	1COIN 1PLAY					OFF			
	2COIN 1PLAY					ON			
	3COIN 1PLAY					OFF			
	4COIN 1PLAY					ON			
PLAY PRICING COIN 2	1COIN 6PLAY							OFF	
	1COIN 4PLAY							ON	
	1COIN 3PLAY							OFF	
	1COIN 2PLAY							ON	

DIP SW NO.2

ITEM	CONTENTS	1	2	3	4	5	6	7	8
CONTINUOUS PLAY	WITH	OFF							
	WITHOUT	ON							
FLIP FLOP	NORMAL		OFF						
	INVERSE		ON						
ATTRACTION SOUND	WITH			OFF	OFF				
	WITHOUT			ON					
NEVER FINISH VIDEO SETTING	NEVER FINISH			OFF	ON				
	STOP			ON					

PLAY TIME SETTING

DIP SW NO.2			A BUTTON (1 COIN) 1p VS COMP	B BUTTON (2 COIN) 2p VS COMP	C BUTTON (2 COIN) 1p VS 1p	D BUTTON (3 COIN) 2p VS 1p	E BUTTON (4 COIN) 2p VS 2p
5	6	7					
OFF	OFF	OFF	2:00	2:30	3:00	3:30	4:00
ON	OFF	OFF	1:10	1:40	2:10	2:40	3:10
OFF	ON	OFF	1:20	1:50	2:20	2:50	3:20
ON	ON	OFF	1:30	2:00	2:30	3:00	3:30
OFF	OFF	ON	1:40	2:10	2:40	3:10	3:40
ON	OFF	ON	1:50	2:20	2:50	3:20	3:50
OFF	ON	ON	1:00	1:30	2:00	2:30	3:00
ON	ON	ON	2:10	2:40	3:10	3:40	4:10

DISPLAY TEST MODE

- A) The memories and sounds are automatically self checked whenever power is applied. If these find problem, checking stops and display the memories that have problems. If there is no problem in the sound circuits, it chimes. If there is anything wrong, buzzer warns. When the P.C. Board is checked, please set up Bit 8 of Dip Switch 2 "ON" position at the time of turning on the power. Please switch off Bit 8 of Dip Switch 2 "OFF" position and then reapply the power. By press 1P side start switch to continue the display test.

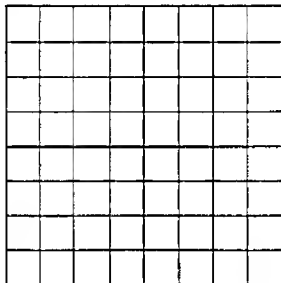
B) Picture 1 MODE CHECK

OIP MODE									
START					NEXT				
OIP1	1	2	3	4	5	6	7	8	
xxxxx	0	-	-	-	-	-	-	-	xxxxx
xxxxx	-	0	-	-	-	-	-	-	xxxxx
xxxxx	-	-	-	-	0	0	-	-	xxxxx
OIP2	1	2	3	4	5	6	7	8	
xxxxx	-	0	0	-	-	-	-	-	xxxxx
xxxxx	-	-	-	0	0	-	-	-	xxxxx
0, OFF 1									

Set up the Dip Switch at your choice per the Dip Switch Setting List.

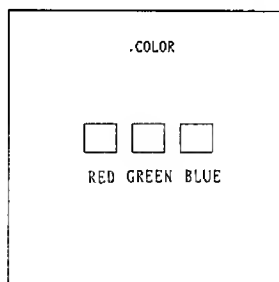
The figure displays each Bit number is changed to '1' from '0' by turning the switch on and screen displays the current mode.

C) Picture 2 CROSS-HATCH



Adjust the monitor for a square pattern throughout the display and on the edge of the monitor.

D) Picture 3 COLOR TEST



Assure that the correct colors are properly wired to the monitor.

E) Picture 4 LEVER & BUTTON TEST

LEVER		0 OFF 1 ON							
		START 1 NEXT							
P1	P2	1 2 3 4 5 6 7 8							
UP	0 0	DIP1	1	0	0	0	0	0	0
DOWN	0 0	DIP2	0	0	0	0	0	0	1
LEFT	0 0								
RIGHT	0 0								
PUSH1	0 0	SERVICE							
PUSH2	0 0	COIN 1 0							
START	0	COIN 2 0							

When a lever or button turns on, '0' on the monitor will change to '1'.

Make sure the figure of '0' changes to '1' of "COIN" either pressing the service switch or inserting coins.

F) Picture 5 BACK CHARACTER TEST

BACK CHARACTER			
BANK0		BANK1	
BANK2		BANK3	

Confirm that the characters are displayed on the monitor.

G) Picture 6 FONT TEST

.FONT
FONT CHARACTER

Confirm that the characters are displayed on the monitor.

H) Picture 7 SOUND TEST

.SOUND	
SOUND CODE = ?	
MUSIC	41-7B
EFFECT	81-BB
VOICE	C0-FF
STOP	0E

Set up the sound code ("?") to 41-7B or 81-BB by moving the Joy-Stick, or by pressing the fire button at C0-FF.

Set the sound code to 0E and press the fire button to stop the sound.

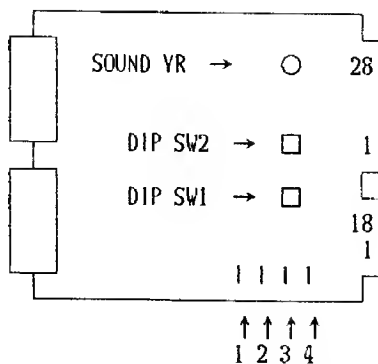
HARNESS 56 PIN

FIGHTING SOCCER

36 PIN

SOLDER SIDE	P I N #	PARTS SIDE
GND	A 1	GND
GND	B 2	GND
+5V	C 3	+5V
+5V	D 4	+5V
-5V	E 5	-5V
+12V	F 6	+12V
KEY	H 7	KEY
COIN-COUNTER 2	J 8	COIN-COUNTER 1
	K 9	
SPEAKER(-)	L 10	SPEAKER(+)
	M 11	
VIDEO GREEN	N 12	VIDEO RED
VIDEO SYNC	P 13	VIDEO BLUE
SERVICE SW	R 14	VIDEO GND
	S 15	TEST SW
COIN SW 2	T 16	COIN SW 1
START SW B	U 17	START SW A
2P UP	V 18	1P UP
2P DOWN	W 19	1P DOWN
2P LEFT	X 20	1P LEFT
2P RIGHT	Y 21	1P RIGHT
2P PUSH 1	Z 22	1P PUSH 1
2P PUSH 2	a 23	1P PUSH 2
	b 24	
	c 25	START SW C
	d 26	
GND	e 27	GND
GND	f 28	GND

SOLDER SIDE	P I N #	PARTS SIDE
	A 1	
	B 2	
	C 3	
	D 4	
	E 5	
	F 6	
START SW D	H 7	START SW C
4P UP	J 8	3P UP
4P DOWN	K 9	3P DOWN
4P LEFT	L 10	3P LEFT
4P RIGHT	M 11	3P RIGHT
4P PUSH 1	N 12	3P PUSH 1
4P PUSH 2	P 13	3P PUSH 2
	R 14	
	S 15	START SW E
GND	T 16	GND
GND	U 17	GND
GND	V 18	GND



CONTROL PANNEL

1. 1P ROTARY ENCODER CONNECTOR
2. 2P ROTARY ENCODER CONNECTOR
3. 3P ROTARY ENCODER CONNECTOR
4. 4P ROTARY ENCODER CONNECTOR

* PLEASE SWITCH OFF, WHEN YOU CHANGE DIP SW

